

WHAT IS CLAIMED IS:

1. A gaming system, comprising:

a gaming device containing a game to be played by a user;

5 a value tracker structured to track an amount of monetary value accepted into the gaming device, and to track an amount of monetary value output from the gaming device; and

a warning generating system structured to generate a warning signal based on the amounts tracked by the value tracker.

10 2. The gaming system of claim 1 wherein the value tracker is structured to track an amount of monetary value accepted into the gaming device by one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming
15 device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

20 3. The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a gaming network to which the gaming device is coupled.

25 4. The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a player account.

30 5. The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a physical device.

6. The gaming device of claim 5 wherein the physical device is one or more selected from the group of a card, a smartcard, a coupon, and a ticket.

5 7. The gaming system of claim 1 wherein the value tracker is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or
10 generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to the user of the gaming device.

15 8. The gaming system of claim 7 wherein the value tracker is structured to track credits or cash equivalents transferred from the gaming device to a gaming network to which the gaming device is coupled.

9. The gaming system of claim 7 wherein the value tracker is
20 structured to track credits or cash equivalents transferred from the gaming device to a player account.

10. The gaming system of claim 7 wherein the value tracker is structured to track credits or cash equivalents transferred from the
25 gaming device to a physical device.

11. The gaming device of claim 10 wherein the physical device is one or more selected from the group of a card, a smartcard, a coupon, and a ticket.

12. The gaming device of claim 7 wherein the value tracker is structured to track jackpots.

13. The gaming device of claim 1 wherein the warning generating system is structured to generate a warning signal based on a comparison of a total of all of the monetary value accepted into the gaming device and a total of all of the monetary value output from the gaming device for a given time period.

14. The gaming device of claim 1 wherein the warning generating system is structured to generate a warning signal based on a comparison of a total of all of the monetary value used by the gaming device and a total of all of the monetary value output from the gaming device for a given time period.

15. The gaming device of claim 13 wherein the time period is resettable.

16. The gaming device of claim 13 wherein there is more than one time period.

17. The gaming device of claim 16 wherein the one or more time periods can operate concurrently.

18. The gaming device of claim 13 wherein the time period is one hour.

19. The gaming device of claim 13 wherein the time period equals a duration of a casino employee work shift.

20. The gaming device of claim 1 wherein the value tracker is structured to track the amount of monetary value accepted into the gaming device, and the amount of monetary value output from the gaming device in substantially real time.

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21. The gaming device of claim 1 wherein the warning signal is generated on a display screen coupled to a gaming network.

22. The gaming device of claim 1 wherein the value tracker is
10 resident on the gaming device.

23. The gaming device of claim 1 wherein the value tracker is resident on a network to which the gaming device is coupled.

24. The gaming device of claim 1 wherein the warning generating
15 system is resident on the gaming device.

25. The gaming device of claim 1 wherein the warning generating system is resident on a network to which the gaming device is coupled.

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26. A gaming system, comprising:

a gaming device containing a game to be played by a user;

one or more money trackers structured to track an amount of
monetary value accepted into the gaming device, and to track an amount
25 of monetary value output from the gaming device;

a data calculation system coupled to the one or more money trackers, the data calculation system configured to generate a payout warning based on the amount of monetary value accepted into the gaming device and the amount of monetary value output from the gaming device; and

a warning generating system coupled to the data calculation system, the warning generating system configured to generate a warning signal responsive to the payout warning of the data calculation system.

5 27. The gaming system of claim 26 wherein the one or more money
trackers is structured to track an amount of monetary value accepted into
the gaming device by one or more of: currency, bills, or tokens deposited
into the gaming device, credits or cash equivalents transferred to the
gaming device such as from a player account or from a physical device
10 such as a card or smartcard, coupons or tickets redeemed by the gaming
device or redeemed elsewhere on a gaming network to which the gaming
device is coupled, and transfers of bonus, payout or other awards to the
gaming device.

15 28. The gaming system of claim 26 wherein the one or more money
trackers is structured to track an amount of monetary value used by the
gaming device during a time period.

 29. The gaming system of claim 26 wherein the one or more money
20 trackers is structured to track an amount of monetary value output from
the gaming device by one or more of: currency, bills, or tokens physically
discharged from the gaming device, credits or cash equivalents transferred
from the gaming device to a player account or to a physical device, such as
a physical card or a smartcard, coupons or tickets generated by the gaming
25 device or generated elsewhere on a computer network to which the gaming
device is coupled, handpays generated in response to gaming device
commands, and transfers of bonus, payout or other awards to the user of
the gaming device.

30. The gaming system of claim 26 wherein the system can be configured to include jackpot payouts in the amount of monetary value output from the gaming device.

5 31. The gaming system of claim 26 wherein the warning signal is a visual signal.

32. The gaming system of claim 26 wherein the warning signal is an audible sound.

10 33. The gaming system of claim 26 wherein the warning signal is a signal transmitted on a wireless communication system.

15 34. The gaming system of claim 26 wherein the wireless communication system is a plurality of radios monitoring a same frequency.

35. The gaming system of claim 26 wherein the warning signal comprises creating a list of suspect gaming devices.

20 36. The gaming system of claim 26 wherein the warning signal comprises creating an entry in an event log.

25 37. The gaming system of claim 26 wherein the warning generating system is also configured to shut down the gaming device responsive to the payout warning signal.

30 38. An interface card adapted to be coupled to a gaming device that includes a set of game electronics structured to monitor events of the gaming device, the interface card comprising:

an input counter structured to record transactions of monetary value accepted into the gaming device during a time period;

an output counter structured to record transactions of monetary value generated by the gaming device for the benefit of the game user during the time period;

a warning calculator coupled to the input counter and the output counter, the warning calculator structured to generate a payout warning signal based on the recorded transactions; and

a data transmitter coupled to the warning calculator and structured to transmit the warning signal over a communication network coupled to the gaming device.

39. The interface card of claim 38 wherein input counter is structured to track an amount of monetary value accepted to the gaming device by way of one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device such as from a player account or from a physical device such as a card or smartcard, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

40. The interface card of claim 38 wherein the output counter is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device to a player account or to a physical device, such as a physical card or a smartcard, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device

commands, and transfers of bonus, payout or other awards to the user of the gaming device.

41. The interface card of claim 38 wherein the warning calculator
5 is structured to omit one or more transactions of monetary value generated by the gaming device when determining whether to generate the payout warning signal.

42. The interface card of claim 38 wherein the warning calculator
10 comprises a comparator structured to compare one or more calculated values with one or more predetermined values.

43. The interface card of claim 38 wherein the warning calculator
is structured to generate the payout warning signal when the monetary
15 value generated by the gaming device less the monetary value accepted into the gaming device is above a threshold amount.

44. The interface card of claim 38 wherein the warning calculator
is structured to generate the payout warning signal when the monetary
20 value generated by the gaming device during a time period less an amount of monetary value used by the gaming device during the time period is above a threshold amount.

45. The interface card of claim 38 wherein the set of game
25 electronics further comprises a shutdown circuit structured to prevent gameplay when it receives the warning signal.

46. A system for generating a warning signal based on monetary value transactions at a gaming device, the system comprising:

a game input accounter structured to record transactions of monetary value accepted into the gaming device;

a game output accounter structured to record transactions of monetary value generated by the gaming device;

5 a warning calculator coupled to the game input accounter and the game output accounter, the warning calculator structured to generate a payout warning signal based on the monetary value accepted into the gaming device and the monetary value generated by the gaming device; and

10 a warning generator coupled to the warning calculator and structured to generate a warning signal responsive to receiving the payout warning signal.

47. The system of claim 46 wherein input accounter is structured
15 to track an amount of monetary value accepted into the gaming device by way of one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device such as from a player account or from a physical device such as a card or smartcard, coupons or tickets redeemed by the gaming device or redeemed
20 elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

48. The system of claim 46 wherein the output accounter is structured to track an amount of monetary value output from the gaming
25 device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device to a player account or to a physical device, such as a physical card or a smartcard, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming
30 device is coupled, handpays generated in response to gaming device

commands, and transfers of bonus, payout or other awards to the user of the gaming device.

49. The system of claim 46 wherein the warning calculator is structured to generate the payout warning signal when the monetary value generated by the gaming device during a time period less the monetary value input accepted into the gaming device during the time period is above a threshold amount.

50. The system of claim 46 wherein the warning calculator is structured to generate the payout warning signal when the monetary value generated by the gaming device during a time period less an amount of monetary value used by the gaming device during the time period is above a threshold amount.

51. A method for providing an accounting safeguard on a networked gaming device, comprising:
recording an amount of monetary value paid by the gaming device;
comparing the amount of monetary value paid by the gaming device to one or more predetermined values; and
issuing a warning if the amount of monetary value paid by the gaming device exceeds the one or more predetermined values.

52. The method according to claim 51 wherein one of the predetermined values is an amount of monetary value accepted into the gaming device.

53. The method of claim 51, further comprising generating one or more predetermined values by tracking an amount of monetary value accepted into the gaming device by way of one or more of: currency, bills,

or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device such as from a player account or from a physical device such as a card or smartcard, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

54. The method according to claim 51 wherein one of the predetermined values is an amount of monetary value used by the gaming device during a time period.

55. The method according to claim 51 wherein recording an amount of monetary value paid by the gaming device comprises recording an amount of monetary value paid by the gaming device via one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device to a player account or to a physical device, such as a physical card or a smartcard, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to the user of the gaming device.

56. The method of claim 51 wherein comparing the amount of monetary value paid by the gaming device to one or more predetermined values comprises:

obtaining the amount of monetary value paid by the gaming device;
subtracting an amount of monetary value used by the gaming device to obtain a difference value; and

comparing the difference value to one or more predetermined values.

57. The method of claim 51 wherein comparing the amount of monetary value paid by the gaming device to one or more predetermined values comprises:

obtaining the amount of monetary value paid by the gaming device
5 during a time period;

subtracting an amount of monetary value used by the gaming device during the time period to obtain a difference value; and

comparing the difference value to one or more predetermined values.

58. The method of claim 51 wherein issuing a warning if the amount of monetary value paid by the gaming device exceeds the one or more predetermined values comprises:

when the amount of monetary value paid by the gaming device exceeds the highest of the one or more predetermined values, issuing a
15 first type of warning; and

when the amount of monetary value paid by the gaming device does not exceed the highest of the one or more predetermined values, but does exceed a second highest of the one or more predetermined values, issuing a second type of warning.

59. The method of claim 51, further including prohibiting a game on the gaming device from operating if the gaming device issues a warning.

60. The method of claim 51 wherein issuing a warning comprises generating a visual signal.

61. The method of claim 51 wherein issuing a warning comprises generating an event log entry.

62. The method of claim 51, further comprising transmitting a warning signal over a gaming network.